
Title: Places of Power

Author: Azrundan Hawkwood

Everyone is familiar with the various shrines and moongates that can be found in various places throughout the land. Moongates allow passage from place to place and between the 3 facets. The shrines are mostly known for their benefits to the... metaphysically inconvenienced... The purpose of this study is to analyze the ether in and around these places of power, or "hot spots" as I like to call them, in order to gain a better understanding of the flow of mystic energies through the realm.

-Felucca-

The energies of the places of power in Felucca were fairly stable for quite some time. The moongates drew from the ambient energy of the circle of stones, while the shrines acted mainly as a kind of etherial storage sponge. The first major disturbance occurred when Minax began her invasion. The corruption of the 8 virtue shrines fueled her powers and subtly wounded the land. This wound would become apparent when Lord British and his mage Nystul completed the ritual that would open

the way to/create
Trammel. There is a
disagreement among
scholarly circles as to
what exactly happened and
who is to blame for the
resulting cataclysm in
Felucca. In my own
studies, I have determined
that the structures built
in the various cities were
some kind of etherial
projectors that diverted
energies from the
then-corrupted shrines
and projected them onto
a formless proto-facet.
This would explain why
Trammel is an almost
exact copy of Felucca,
and why it was
uninhabited when the first
Britannians arrived. Such
a great discharge of
mystical energies cannot
occur without consequence,
as history has shown us.
When the Shadowlord
Faction revolted against
Minax she relinquished her
hold on the shrines, as
they were of little use
with most of their
energy drained.

-Trammel-

The vast majority of the
energies from the hot
spots in Trammel are
actively used to power
the "Justice" effect that
makes it much more
difficult to do violence
against another person.
It is a crude and
incomplete effect at best,
but it does its part to
keep the general populace
safe from random violence
(specific, organized
violence by large groups
is another matter
however...). The relative
lack of etherial
background energy in
Trammel does make it
much more difficult to
work magic on a larger

scale than simple spells.
One has to wonder if
this has something to do
with the Council of
Mages' disapproval of
Lord British's actions...

-Illshenar-

Illshenar is something
of a mystery. The
shrines and moongates
each share hotspots,
which leads to
several...

unconventional mystic
areas. The Tree of
Life in the middle of
the charred forest is
one example of such a
place. Further
exploration is
necessary to determine
more about the nature
of these regions. As
for the shrines, most
of their energies seem
to be devoted to 2
things: keeping the
moongates stable and
open across all 3
known facets, and
shielding Illshenar
from other means of
entry, either by
moonstone gate or
other means. This
same effect seems to
be what prevents the
Recall and Gate spells
from functioning.
The residual "justice"
effect seems to "bleed"
over from Trammel,
though it is difficult
to say whether this is
in fact its true
source. Without
more detailed
knowledge of the
actions of the previous
inhabitants of
Illshenar there is
little else that can be
determined.